Legend of The Sea King GB™

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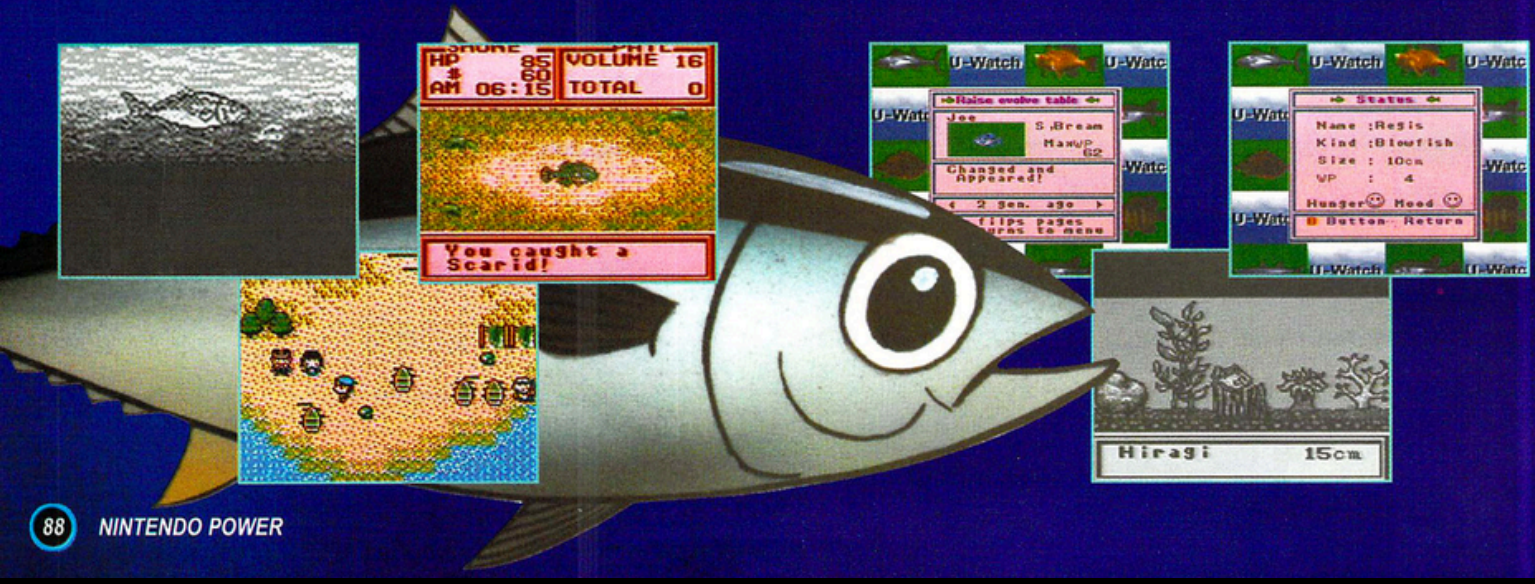
FOLLOWING IN THE WAKE OF THE FISHIEST GAME BOY TITLE OF 1998, LEGEND OF THE RIVER KING GB, NATSUME HAS A NEW ANGLING RPG THAT'S HEADED OUT TO SEA. LEGEND OF THE SEA KING IS A SALTY VERSION OF THE ORIGINAL, FEATURING BOATS, TROLLING AND AN ELABORATE VIRTUAL AQUARIUM.

Go Fish!

Fishing is an adventure filled with danger, intrigue, romance and a great prize lurking somewhere out there in the briny blue. In your home village, the legend of an enormous fish called the Sea King has inspired fishermen for generations. But you'll have to earn your chance to catch the king of fish by gaining experience and lots of high-priced tackle. Once you've helped enough people and caught enough fish, you'll get your shot.

Fish and Chips

If catching fish doesn't provide enough nail-biting excitement for you, how about watching fish grow and transform into new species? Of course, in the wild, this process would take millions of years. But now, thanks to the silicon chip and Game Boy, you can witness and control fish evolution in mere hours in Sea King's virtual aquarium mode. You can even trade fish with another player via the Game Link Cable.

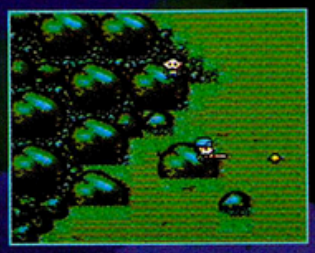


Briny Secrets of the Deep

TACKLE THE PROBLEM

Unless you're skilled at catching fish with your bare hands, you'll need to invest in fishing tackle including rods, lures, bait and extra equipment such as a net and some chum. Most of these items are pretty pricey in the villages, but some can be obtained from characters for doing them favors.

CASTING ROD & REEL



Your first rod is the Casting Rod and Reel, which you don't have to buy. As your experience increases, so, too, will the distance that you can cast bait. You'll also be able to cast farther using the Big Sinker.

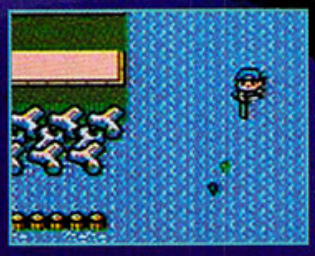
LURE ROD

To use spoons, spinners and other lures for casting, the Lure Rod is the best equipment money can buy. Experiment with lures by moving them different ways to attract fish.

BOAT ROD

This rod lets you set your depth with great precision, but you can't use it for casting. Our Power anglers found that a depth of between 15 and 30 meters is usually best for most species of fish.

TROLLING ROD

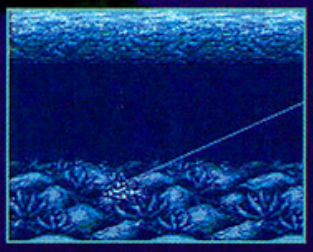


Trolling is the most energy-intensive form of fishing, so you'll want to have a big stock of food on board when you head out to sea. Conserve energy by letting the boat drift through schools of fish on the current.

HOOKED ON FISHONICS

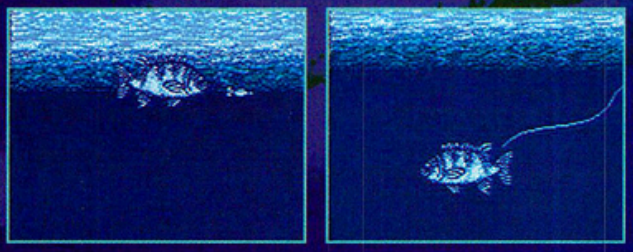
Fishing techniques vary with your choice of tackle, but some other considerations also come into play. If fish continually get off the hook, chances are that you're using the wrong hook size for that type of fish. Also, if fish nose the lure, causing the bell to sound, it usually means that they won't take that kind of bait.

BAIT FISHING



Each species has particular tastes when it comes to bait. Use the chart on page 92 to see which bait will attract which species of fish.

LURES & FLIES



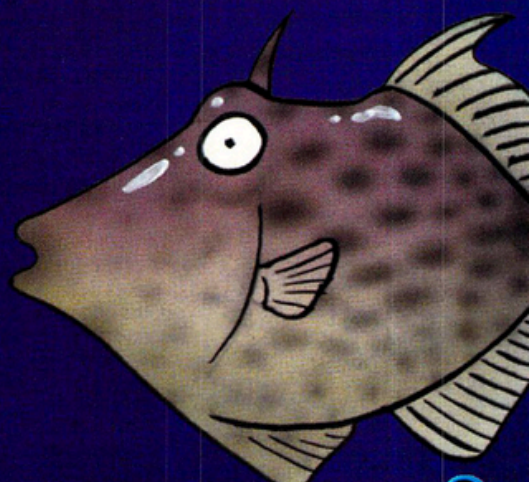
Lures and flies are visible so that you can manipulate them to attract fish. Tap repeatedly on the B Button to reel in the line just a little bit at a time. Fish are drawn to lures and flies that are descending, but not to lures that are below them.

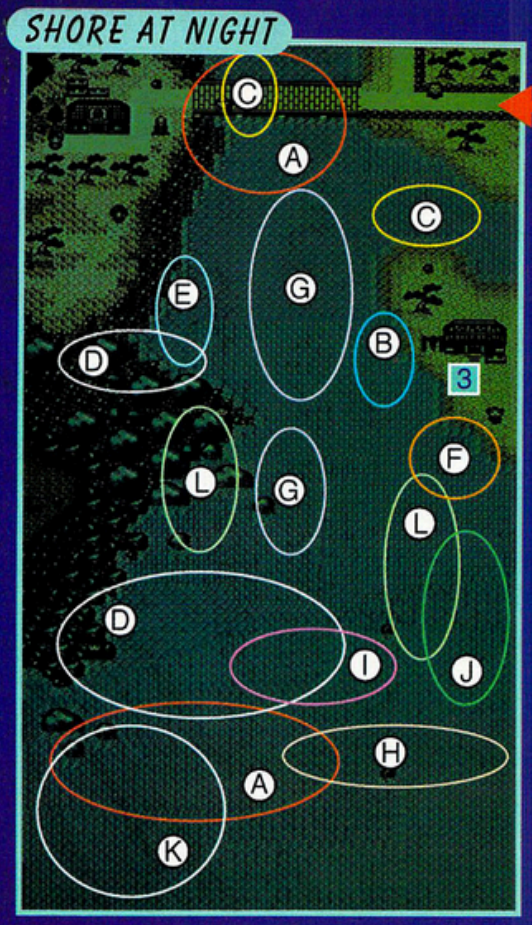
FOOD FOR THOUGHT

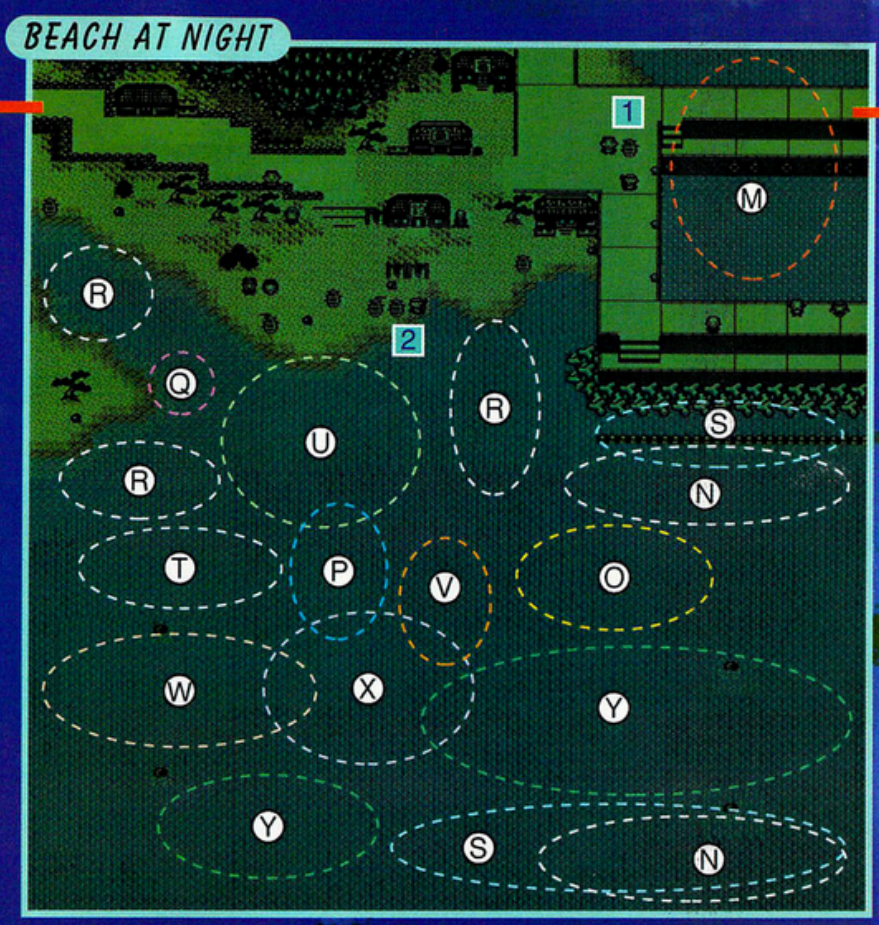
A growing fisherman needs plenty of energy for casting lures, rowing the canoe and fighting off voracious sea cucumbers. Stock up in the equipment shop with a variety of food. It's most efficient to fill your inventory with a mix of foods.

FILL YER BELLY

Snack on oranges or rice balls if you need to recover a small amount of energy and entire lunches if your energy is severely depleted. Sis provides lunch if you're broke.







The Beach & Shore

The adventure begins in your hometown along the beach and shore. You must prove your skills as a fisherman to your father and others in the area. Look for the best deals for selling your fish and talk to all the people.

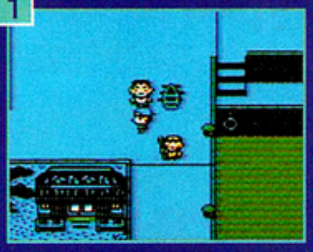
FISH KEY

- A: Sea Bass
- B: Blowfish
- C: Goby
- D: Opaleye
- E: Parrot Fish
- F: Scarid
- G: Rockfish
- H: Black Sea Bream
- I: Fat Greenling
- J: Black Rockfish
- K: Young Yellowtail
- L: Spotted Parrot Fish
- M: Sardine
- N: Horse Mackerel
- O: Silver Whiting
- P: Starry Flounder
- Q: Wrasse
- R: Squilla
- S: Mackerel
- T: Halfbeak
- U: Female Flathead
- V: Male Flathead
- W: Sea Bream
- X: Conger Eel
- Y: Halibut

The locations of each species of fish during the night hours appear on each map. Daytime locations are shown on maps that come in the game manual.

A CANOE OF YOUR OWN

1



Give a Silver Whiting to the canoemaker, then defeat the crow that is tormenting the man on the path. That man will give you the plank that the canoemaker needs.

ARE YOU FLOUNDERING?

2

This fisherman has been recording fish in his log, and he needs a flounder to complete the records. Give him a flounder and he'll give you the Boat Rod.

THE REWARD OF PATIENCE

3

Visit the old man on the little island three times. The third time you talk to him, he'll give you the magic watch that turns night to day and day to night.

WHEN SEA CUCUMBERS ATTACK!

Sea King presents dramatic, real-life footage of sea creatures attacking innocent fishermen! Watch as the humans fight back with their bare fists and gain valuable experience.

The Coast

The long trip to the Coast will sap your strength, but when you arrive, you'll find many opportunities for making money and gaining better tackle through a trading sequence. You'll also learn about the special whistle that attracts the Sea King, although you won't get it until later.

COAST AT NIGHT

FISH KEY

A: Midsize Yellowtail
B: Spanish Mackerel
C: Skate
D: Tilefish
E: Octopus
F: Blue Runner
G: Cuttlefish
H: Filefish
I: Lion Fish
J: Adult Parrot Fish
K: Adult Spotted Parrot Fish
L: Grunt
M: Kanpachi
N: Calif. Yellowtail
O: Hiragi
P: Horned Shark

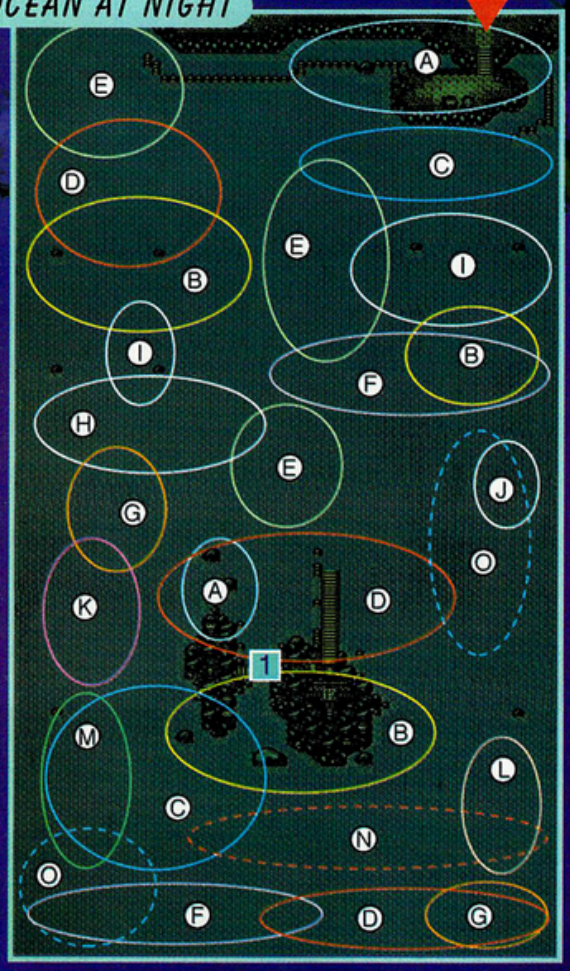
THE ANCIENT MARINER

After hearing the tale of the mariner, return to the village at night and give the dolphin doll to the ghost. You'll receive an old coin, then you can get the 14 ft. Lure Rod.

The Ocean

Finally, you'll reach the open sea where the legendary Sea King lives. Sail south to the two oceanic islands and learn more secrets of the Sea King. Whenever a character promises to tell you something or give you something in exchange for a fish, concentrate on fulfilling that request. The uppermost fisherman on the eastern island wants a huge Bonito. Catch him the fish, then take the coin to the lower fisherman for the Thief's Whistle.

OCEAN AT NIGHT



FISH KEY

A: Balloonfish
B: Alfonsino
C: Moray Eel
D: Red Sea Bream
E: Alaskan Pollack
F: Bluefin Tuna
G: Bonito
H: Tuna
I: Yellowfin Tuna
J: Spearfish
K: Sailfish
L: Sand Fish
M: Crevalle Jack
N: Dorado
O: Yellowtail

THE SEA KING

The mighty fish lives north-northeast of the Ocean islands. Use a Large Hook, the Trolling Rod or the Big Boat Rod baited with Mackerel, the S-minnow lure or Crank Bait.

WELCOME TO PARADISE

The southern islands are alive with fishing lore and tales of the great Sea King. You'll have to catch a prize Alfonsino and some Horned Sharks to get the best information from the locals.

Catch 56 Species of Fish

Each of the 56 types of fish will strike the lures, flies and bait shown on the chart. Knowing what the fish eat is as important as knowing where to find them. Always use the proper hook size.

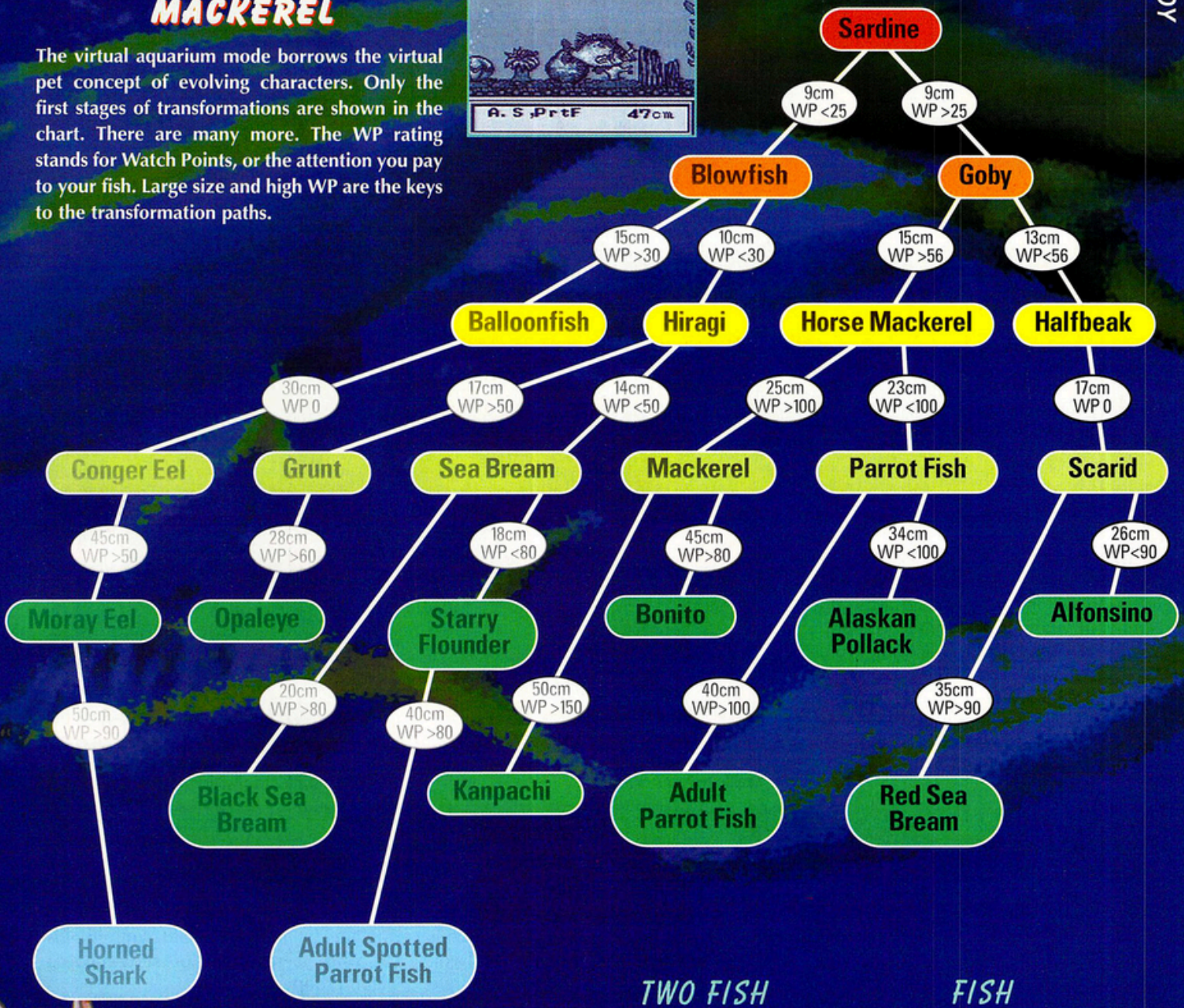
BEACH / SHORE / COAST / OCEAN

			BAIT								LURE							FLY							
	Size (cm)	Hook	Lug Worm	Fish Worm	Mussel	Krill	Sand Crab	Horse Mkl.	Fillet	Mackerel	F Minnow	S Minnow	Popper	Vibration	Crank Bait	Spoon	Jig	Worm	Y Yellowtail	Bonito Fly	Young Tuna	Blue Marlin	Spearfish	Horned	Squid	Flying Fish
Black Rockfish	12-24	S	●	●		●			●								●	●								
Black Sea Bream	20-40	M	●		●		●		●		●	●			●	●	●	●								
Blowfish	6-14	S	●		●	●																				
Fat Greenling	13-33	SM	●	●	●	●										●		●								
Goby	7-19	S	●	●	●	●										●										
Opaleye	28-48	M	●	●		●										●		●								
Parrot Fish	24-44	M			●	●	●									●										
Rockfish	14-26	S	●	●		●		●	●							●	●	●								
Scarid	16-36	SM		●	●	●	●		●							●	●									
Sea Bass	34-66	M	●	●				●	●		●	●	●	●	●	●	●	●								
Spotted Parrot Fish	20-40	M			●	●	●									●										
Young Yellowtail	28-48	M				●		●	●		●	●	●	●	●	●	●									
Conger Eel	24-61	SM	●	●	●	●	●	●	●			●		●	●		●	●								
Flathead, Female	20-40	M					●		●	●						●	●									
Flathead, Male	12-24	S	●	●												●		●								
Halfbeak	11-23	S	●	●	●											●		●								
Halibut	29-61	M						●	●	●																
Horse Mackerel	13-33	SM	●	●		●										●		●								
Mackerel	28-48	M				●										●										
Sardine	5-13	S	●			●												●								
Sea Bream	12-24	S	●	●		●			●							●		●								
Silver Whiting	13-33	SM	●	●														●								
Squilla	8-20	S	●		●	●	●	●	●			●				●	●	●								
Starry Flounder	20-40	M	●	●	●											●		●								
Wrasse	10-22	S	●	●	●	●	●		●							●		●								
Blue Runner	12-24	S	●	●	●	●	●																			
Calif. Yellowtail	44-76	M				●		●	●	●	●	●	●	●	●		●									
Cuttlefish	20-40	M				●		●	●							●	●									
Filefish	10-22	S	●	●	●	●	●		●							●	●	●								
Grunt	18-38	SM	●	●	●	●	●									●		●								
Hiragi	8-20	S	●			●										●		●								
Horned Shark	53-97	ML			●		●	●	●							●	●			●					●	●
Kanpachi	53-97	ML						●	●	●	●	●	●	●	●	●	●		●	●	●					
Lion Fish	13-33	SM	●	●		●		●	●							●	●	●								
Midsize Yellowtail	44-76	M				●		●	●		●	●	●	●	●		●		●	●	●				●	●
Octopus	29-61	M			●		●									●										
Parrot Fish, Adult	44-76	M			●	●	●									●										
Skate	34-66	M						●	●	●									●	●					●	●
Spanish Mackerel	59-97	ML						●		●	●	●	●	●	●					●	●				●	●
Spotted Parrot Fish, Adult	44-88	ML			●	●	●									●										
Tilefish	20-40	M	●	●		●																				
Alaskan Pollack	32-64	M				●		●	●	●	●	●	●	●			●		●	●						
Alfonsino	28-48	M						●	●																	
Balloonfish	14-34	SM			●	●			●							●	●									
Bluefin Tuna	138-202	L						●		●	●	●	●	●	●						●	●	●		●	●
Bonito	48-92	ML						●	●	●	●	●	●	●	●	●	●		●	●	●				●	●
Crevalle Jack	38-70	M						●	●	●										●	●					●
Dorado	53-97	ML						●		●	●	●	●	●	●					●	●				●	●
Moray Eel	29-61	M				●	●	●	●	●																
Red Sea Bream	39-71	M	●	●		●		●	●		●	●	●	●	●	●	●	●	●	●						
Sailfish	148-212	L						●		●	●	●	●	●	●						●	●	●		●	●
Sand Fish	58-102	ML						●	●	●																
Spearfish	168-232	L						●		●	●	●	●	●	●					●			●			●
Tuna	68-132	L						●	●	●	●	●	●	●	●	●	●		●	●	●	●	●		●	●
Yellowfin Tuna	44-76	M						●	●	●	●	●	●	●	●	●	●		●	●	●				●	●
Yellowtail	68-112	ML						●	●	●	●	●	●	●	●	●	●				●	●		●	●	●

A Fish Named Grunt

THE DESCENT OF MACKEREL

The virtual aquarium mode borrows the virtual pet concept of evolving characters. Only the first stages of transformations are shown in the chart. There are many more. The WP rating stands for Watch Points, or the attention you pay to your fish. Large size and high WP are the keys to the transformation paths.



MAKE A BETTER FISH

Two Game Boys can be better than one. In Sea King, two options exist for transferring data through the Game Link. In one, players merge two fish to create an entirely new breed of fish. In the other, players trade with each other for species that they haven't created.

TWO FISH IN ONE

Using the Game Link Cable, players can combine the attributes of two fish to create a unique species of fish.

FISH SWAP MEET

If you covet your neighbor's fish, you can swap for it using the Game Link.